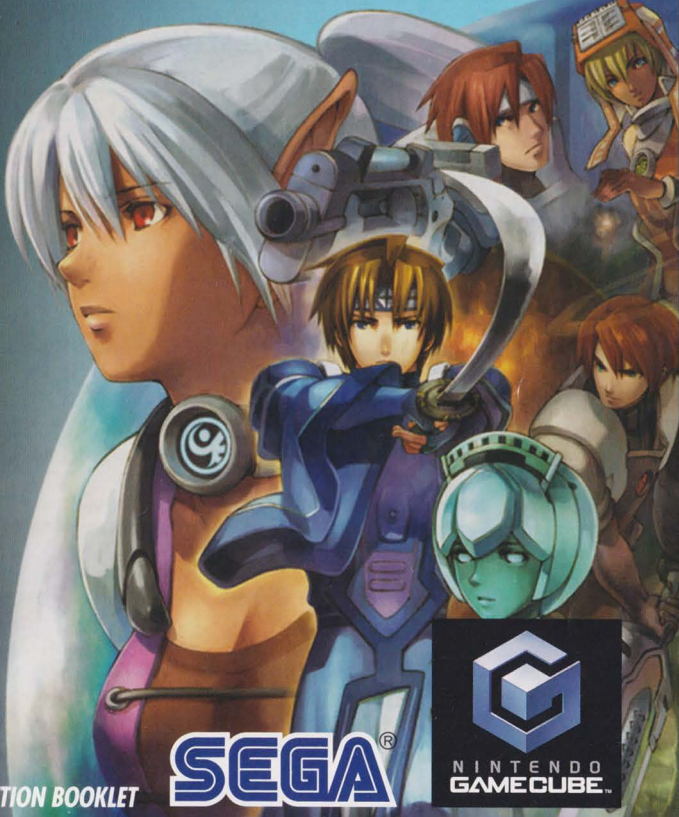
ファンタシースターオンライン

PHANTASY STAR ONLINE episode III

C.A.R.D. Revolution



INSTRUCTION BOOKLET

SEGA®

NINTENDO GAMECUBE™

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠WARNING - Electric Shock

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠CAUTION - Laser Device

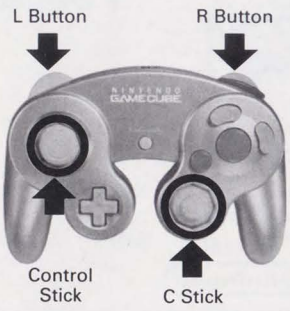
The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



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THIS GAME SUPPORTS ALTERNATING GAME PLAY WITH ONE, TWO, THREE OR FOUR PLAYERS AND CONTROLLERS.

THIS GAME IS COMPATIBLE WITH THE NINTENDO GAMECUBE MODEM ADAPTER.

THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.

THIS GAME IS COMPATIBLE WITH THE NINTENDO GAMECUBE BROADBAND MODEM.

THIS GAME IS COMPATIBLE WITH PROGRESSIVE SCAN MODE TVs.

LICENSED BY

Nintendo

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Thank you for purchasing Phantasy Star Online™ Episode III C.A.R.D. Revolution. Please note that this software is designed only for use with the Nintendo GameCube™. Be sure to read this instruction booklet thoroughly before you start playing.

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Note: From hereafter, the names will be abbreviated as follows:

Phantasy Star Online ..... PSO
Phantasy Star Online Episode I & II ..... EP1&2
Phantasy Star Online Episode III C.A.R.D. Revolution EP3

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WELCOME TO THE WORLD OF EP3

PROLOGUE

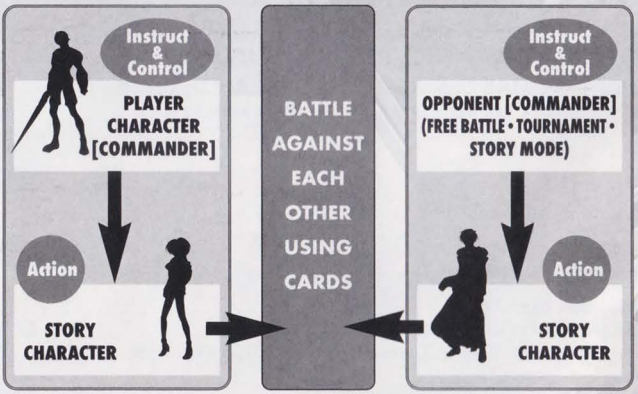
Their world on the verge of destruction, the people of the planet Coral made plans to migrate, in search of a new planet, and to discover the secrets of an unknown energy source called "Photon." The planet Ragol was found, and the starship Pioneer 2 was sent to colonize it. When they arrived, an "incident" occurred on the planet that is only known to a relative few. 21 years have passed, and the people have not been allowed to settle on Ragol. They continue with their daily lives onboard the starship Pioneer 2, unaware of a power struggle taking place under a new Principal Government that will affect their lives and that of Ragol. Meanwhile, Pioneer 2 continues to silently orbit the world...

WHAT IS PSO?

PSO is a network game, where actions take place aboard the starship "Pioneer 2" (or simply called "the Ship") and Planet Ragol. EP1&2 appeared as a network role playing game, and introduced a new world. With EP3, inheriting the world of EP1&2, PSO has been reborn as a network card battle game.
With EP3, you can enjoy both Online Game (p.32) and Offline Game (p.42). How you enjoy the world of EP3 is up to you.

EP3 GAME SYSTEM

The Player Character plays the role of a Commander, ordering the Story Characters (your subordinates) into battle using items and creatures that are transformed from "C.A.R.D.s." Grasp the features of each Story Character, features of each card, the spots on the dice, and the patterns of your enemies' actions to earn a victory. Whenever you earn new cards, we recommend that you edit the decks for your Story Characters.



CARD LEVEL

The Player Character has a parameter called Card Level (CLv) to show how well you have been playing, and it changes according to the outcome of the battles. There are two Card Levels, one for Online Game and the other for Offline Game. The experience points earned will be accumulated separately for Online Games and Offline Games (Story or Free Battle). Each Card Level will be raised whenever 100 experience points for each corresponding game type are gained.

TYPES OF DECKS AND CARDS

In this game, there are two types of decks: the Hero Side and the Dark Side. The starring Story Characters are divided according to the type of deck they use, and the style of play will differ accordingly. Within a deck, there are three types of cards: "Item/Creature," "Action," and "Assist."

Hero Side

- Equip Story Character with item(s) and attack directly.
- The attack (defense) power changes when equipped with weapons or protective gears.

■ **Story Character CARD**
Your crew. The battle is lost when he/she is defeated.

■ **Item CARDs**
The weapons/protective gears the Story Characters equip.

■ **Action CARDs**
The cards to support your attack/defense. Can be used by either side.

Dark Side

- Place creatures around Story Character to attack/defend.
- Story Characters cannot be equipped with items.

■ **Story Character CARD**
Your crew. The battle is lost when he/she is defeated.

■ **Creature CARDs**
The creature cards the Story Characters use to summon.

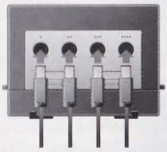
■ **Assist CARDs**
The cards that exhibit effects according to the situations. Can be used by either side.

■ **What is a "deck"?**
It is a set that includes a Story Character CARD and 30 CARDs that can be used in battle. It is important to work out your strategy, with features and contents of all CARDs you possess in mind.

SETTING UP

HARDWARE SETUP

EP3 is a one to four player game. Connect the Nintendo GameCube™ Controllers to the Controller Socket 1, 2, 3 and 4 (depending on the number of players participating) in order. You will not be able to play properly with the Controllers connected out of order.



USING PROGRESSIVE SCAN TV

This game can be set to display a higher resolution image on TV's that support progressive scan mode (EDTV, HDTV). In order to use the progressive scan mode, you need a TV that can accept this type of input (see your TV operation manual), and a Nintendo GameCube™ Component Video Cable (available only through Nintendo, visit www.nintendo.com or call 1-800-255-3700).

To activate the progressive scan mode, press and hold the B Button while the Nintendo GameCube™ logo is being displayed until the message "DO YOU WANT TO DISPLAY THE GAME IN PROGRESSIVE MODE?" appears. Select YES to activate the mode.

USING DOLBY SURROUND PRO LOGIC II

Portions of this game are presented in Dolby Surround Pro Logic II. Connect the Nintendo GameCube™ to a surround system with Dolby Surround Pro Logic II, and select "Dolby Surround Pro Logic II" in the Options Screen of the game to experience the excitement of surround sound.

DOLBY SURROUND PRO LOGIC II Dolby, Pro Logic, and the double-D symbol are trademarks of Dolby Laboratories.

MEMORY CARD & SAVE FILES

EP3 is a Memory Card compatible game (Nintendo GameCube™ Memory card sold separately), and a Memory Card is required to save this game. Without a Memory Card you will not be able to play this game. To save game data, online or offline, select Quit Game (p.18) from the Main Menu. Never turn OFF the Nintendo GameCube™ power or remove the Memory Card while the game data is being saved. Doing so will corrupt the game data, making it unusable the next time the game is started up.

Please refer to the Nintendo GameCube™ booklet (pages 18-20) for directions on how to format and erase Memory Card files.

SAVE FILES

There are 6 types of save files. Note that if you erase the System File, you may not be able to use any of the remaining save files (with the exception of SEGA Network Info. file).

■ SAVE FILES THAT ARE CREATED AUTOMATICALLY

(Can be used only with the Memory Card inserted into Memory Card Slot A.)

System File	**3 blocks**
Character File	**15 blocks**
Guild Card File	**10 blocks**

■ SAVE FILES THAT ARE CREATED MANUALLY

Snapshot File	**15 blocks** (Can be created only with a Memory Card inserted into Memory Card Slot B.)
Download Quest Files	**Size varies according to the size of the Quest.**

■ SAVE FILE FOR NETWORK SETTINGS

SEGA Network Info.	**4 blocks**

If you already have a SEGA Network Info. file created for EP1&2, you can use the same file. Since all save files related to the game itself can only be saved to the Memory Card inserted into Memory Card Slot A, it will be useful to create it on the same Memory Card.

SYNCHRONIZATION OF GUILD CARD FILES

If you have a save file from EP1&2 saved onto the Memory Card, you can import the Guild Card data into EP3's Guild Card file, and have the two Guild Card files synchronized. When you create the EP3 save file anew, the game will search for EP1&2 save files in the Memory Card inserted into Memory Card Slot A that can be synchronized. If found, the game will automatically start synchronization, and the records will be saved onto EP3's save file. After the synchronization process is completed, each Guild Card file will be updated whenever Guild Card data is used.

CAUTION

- **Only the Guild Card file in the Memory Card connected to Memory Card Slot A can be synchronized. The game cannot import from a Memory Card connected to Memory Card Slot B.**
- **If you do not have enough space on the Memory Card, the synchronization cannot be made. Please make enough space to play EP3 (minimum of 28 blocks).**
- **Although the Guild Card file of EP1&2 can be synchronized, you cannot search and meet a player playing EP1&2.**

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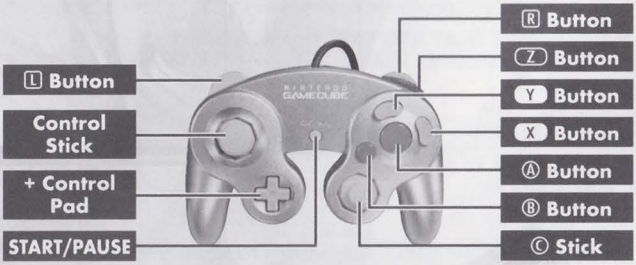
CONTROLS

With Online Game (p.32) and Story mode (p.42) of Offline Game, use the Controller connected to the Controller Socket 1 to control the game. With Free Battle mode (p.42), you may use the Controllers connected to the Controller Sockets 1 to 4.



■ TITLE SCREEN/GAME MENUS/MENU ITEM SELECTIONS

START/PAUSE	Game Start/Cancel Movie
Control Stick/+ Control Pad	Select Menu Item
Ⓐ Button	Enter Selection/Cancel Movie
Ⓑ Button	Cancel Selection
Ⓛ/Ⓡ Button	Switch Between Pages

■ VISUAL LOBBY (P.34)/THE MORGUE (P.12)

START/PAUSE /Ⓩ Button	Show/Hide Main Menu
Control Stick	Move Character
+ Control Pad/Ⓒ Stick	Select Menu Item
Ⓐ Button	Enter Selection/Cancel Movie
Ⓑ Button	Cancel Selection
Ⓧ Button	Show Details (during Item Selection)/Toggle between Letters and Symbols (when Software Keyboard is displayed)
Ⓨ Button	Show/Hide Software Keyboard
Ⓛ Button	Correct Camera View/Switch Between Pages
Ⓡ Button	Switch Between Pages/Toggle Player Display (Online Game)

Anytime during the gameplay, simultaneously press and hold the Ⓑ Button, the Ⓧ Button, and the START/PAUSE to return to the Title Screen. Please be advised that, if the game is reset carelessly before saving, it may cause an ill-effect the next time you play the game.

■ DURING THE BATTLE

START/PAUSE	Show/Hide Main Menu
Control Stick	Select
L Button and + Control Pad	Select Player to Chat with (Online Game)
C Stick	Change View Angle
A Button	Enter Selection
B Button	Cancel Selection
X Button	Show Details (during Item Selection)/Toggle between Letters and Symbols (when Software Keyboard is displayed)
Y Button	Show/Hide Software Keyboard
R Button	Show details of the card
Z Button	Toggle between Status Displays

■ SOFTWARE KEYBOARD

Chatting during the game can be performed with Software Keyboard.

+ Control Pad/C Stick	Move Cursor
A Button	Enter Selected Letter/Character
B Button	Delete a Letter
X Button	Display Word Select
Y Button	Show/Hide Software Keyboard
L/R Button	Toggle Between Letters & Symbols
ESC	Delete Whole Sentence
DEL	Delete Selected Letter
OK	Send Message
SPACE	Enter Space
BS	Delete a Letter
EXIT	Cancel Chat (Hide Software Keyboard)

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STARTING THE GAME

During the Title Screen, press START/PAUSE to display the Game Menu. Use the + Control Pad ▲▼ to select the mode to play, and press the Ⓐ Button to start the game. Shown below are available modes. Please refer to the pages shown for details on each mode.

▼ PLAY ONLINE BATTLE AGAINST OTHER EP3 PLAYERS ▼ PARTICIPATE IN TOURNAMENTS AND AIM TO BE THE CHAMPION ▼ WATCH OTHER PLAYERS IN BATTLE OR TOURNAMENT	**Online Game (p.32)**
▼ SIMPLY LEARN AND PLAY THE GAME ▼ LEARN ABOUT THE WORLD OF EP3	**Offline Game [Story] (p.42)**
▼ PLAY OFFLINE BATTLE AT FRIEND'S HOME	**Offline Game [Free Battle] (p.42)**
▼ LEARN GAME SYSTEM	**Tutorial (p.45)**
▼ CHANGE GAME AND NETWORK SETUPS	**Options (p.45)**
▼ FIND OUT THE LATEST INFO ON EP3	**Official Web Site (p.45)**

■ STARTING UP EP3 FOR THE FIRST TIME

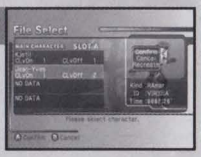
The first time you start up EP3, you will be asked to adjust the calendar setting of the Nintendo GameCube™. If the calendar is set correctly, select **NO** to continue with startup, or select **YES** to switch to the Calendar Screen for adjustment. If for some reason the calendar is reset, please make sure to readjust before playing.

CAUTION: If you select **NO**, the game will start creating save files necessary to play EP3. Never remove the Memory Card during this sequence.

SELECT FILE AND CREATE PLAYER CHARACTER

When you start EP3, online or offline, the game will switch to File Select Screen.

FILE SELECT



Here you can create a Player Character for a new file, or select existing file to continue the game from where you left off the last time. Please select a file and enter. You can create up to four characters on one Memory Card. Also it is possible to recreate a selected character. For help regarding the File Select Screen for the Free Battle mode, please refer to p.42.

CREATING A NEW CHARACTER

If you select a game file with **NO DATA** displayed, you can create a new Player Character. After the prologue sequence, the game advances to the Character Select Screen.

SELECT A FILE

On a game file which has already been played, the Player Character, the Character Name and the Memory Card Slot will be displayed. When this file is selected, a menu with the following contents will be displayed.

Confirm Play the game with selected Player Character.
Cancel Back to File Select Screen (close menu).
Recreate Delete the selected Player Character and create new one.

CREATING A PLAYER CHARACTER

CHARACTER SELECT

Select from 12 character types. This character is used mainly to move around in the Visual Lobby and in "the Morgue" (R-Base).

CHARACTER CREATION

Here you can customize appearances to create your character. Select the Modification Items (the selections vary according to the selected character type) and modify as you desire. When you enter the Character Name, you will be able to select **OK** to end character creation. Once you select **OK**, your character will be assigned a SECTION ID. Press the Ⓐ Button to continue (at this point, it is not possible to cancel).

FACE/HAIR/COSTUME/SKIN COLOR (Humans/Newmans only)
HEAD/BODY (Humanoids only)
PROPORTION
CHARACTER NAME (up to 12 letters)
AUTO (automatically create with random selection)

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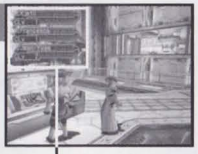
THE MORGUE

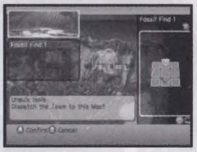
WHAT IS THE MORGUE?



The Morgue is an important location, where you prepare yourself for upcoming battles. With Online Game, you will be transported here after you organize a Team at the Visual Lobby. With Offline Game, you will be transported after you select either Story or Free Battle. [**Note**: You will be transported to R-Base if you selected ARKZ.] The Morgue is an institution where they develop new technology called CARD, and has facilities such as the Command Center, where you can edit decks or trade CARDs. Also, in Story Mode, the Story Characters hang around so you can converse with them.

ENTRY COUNTER

This is the main transporter used to send Story Characters back and forth between the Planet Ragol and the Morgue. Approach the Entry Counter and press the Ⓐ Button to display the Battle Preparation Menu. Select Map/Quest, rule and the deck. After making necessary selections, select and enter **[Decide]** to transport the character to the battle map.



Selecting Map / Quest

Map / Quest	Select Map or Quest to battle in. Press the Ⓡ Button while the Map (Quest) is displayed to show playfield.
Rule settings	Modify rules (when available). Change according to the situations.
Deck selection	First select the Team and the Player that will participate, then select the deck to use.
[Decide]	Becomes available when Map/Quest and the deck are selected.

EDITING DECK AT COMMAND CENTER

At the Command Center, located inside the Morgue, you can edit existing decks or create new ones on your own. Approach the counter and talk to the attendant. You will be asked whether you wish to edit a deck. Select and enter **YES/NO**, then select a player.

DECK EDIT

Select **[new]** to create new deck, or select a deck with Story Character displayed to edit. Also, at the top right, the following menu items are displayed. Follow the on-screen directions to select a menu item to execute.

COPY	Duplicate existing deck.
NAME	Rename selected deck.
DEL	Delete selected deck.
ORDER	Rearrange display order of existing decks.

CREATING A NEW DECK

If you select **[new]** in the Deck Edit Screen, you will first be asked to select a character for the deck you create. Select one to advance.
The characters appearing in the selection are Story Characters: your crew that participate in battle. At first there are only a few, but as the Story Mode of the Offline Game progresses, you will have more characters to work with.
Note that Story Characters in the Story Mode that you select vary according to the side you currently play: Hero Side or Dark Side.

EDITING A DECK

Your battle strategy changes greatly, depending on the construction of your deck. First, select the type of cards you wish to put into your deck. When a list of available cards is displayed, select a card to put in. Note, however, that you must have exactly 30 cards in a deck to be able to battle.

Ⓐ Button	Enter selection.
Ⓑ Button	Change Character (when in Card Type Selection)/Back one step/End Deck Edit.
Ⓒ Stick	Increase/decrease the number of selected card to be put into the deck.
Ⓡ Button	Display details of the selected card.
Ⓧ Button	Open Sort Window (sort display order of cards in selected method).

C.A.R.D. TRADING MACHINE

Inside the Command Center, there is a device called C.A.R.D. Trading Machine which, apart from trading cards, allows you to view cards you possess and discard any unnecessary ones. Stand in front of the C.A.R.D. Trading Machine and press the Ⓐ Button to open menu window. Select and enter menu item to perform the tasks below:

View Cards View all cards in possession. Use the Control Stick/+ Control Pad to select a card, and press the Ⓐ Button to magnify picture on the selected card. Press the X Button to open Jump Window, allowing you to jump to the top card of the selected type.

Trade Cards You can trade cards with other players. During the Online Game, two players can access each of the two C.A.R.D. Trading Machines to trade with one another. During the Offline Game, there are two ways to perform trades, with one Controller or with two Controllers. Select the card(s) to trade, and follow the on-screen directions to trade.

Discard A Card Discard unnecessary cards. Select to open Cards List. Select the card to discard. If you have more than one of the selected cards in possession, select the number to discard. The card(s) will be discarded after confirmation. Please be advised that discarded cards will not be returned.

Search Event Files If you have any event files in your memory card, you can acquire special cards.

CAUTION

After the trade, the data will be saved on the Memory Card inserted into Memory Card Slot A. Please do not remove the Memory Card while the data is being saved.

HOW TO VIEW BATTLE SCREENS

Here is a description of how to see screens of the battle in progress. Press the Ⓩ Button to check battle tactics, and Ⓡ Button to toggle displays of detailed card information. Use the © Stick to manipulate the camera angle.

BATTLE SCREEN [VERIFY BATTLE CONDITION]

ATK: Attack Points
Points to be used during the player's turn to attack.
DEF: Defense Points
Points to be used to defend during your opponent's turn to attack.
* If a given amount of EX value is accumulated, Dice Bonus will be added.

❶ **Phase**	Displays the current phase.
❷ **Dice**	Displays the dice rolls (see above for ATK/DEF).
❸ **Simplified Map**	Displays the placements on the grid. Players are indicated by the following colors: 1P - red, 2P - blue, 3P - yellow, 4P - green. Flashing dots indicate the Story Characters.
❹ **Status Window**	Used to verify Story Character's HP (shown in yellow gauge) or item/creature cards in play.
❺ **Dice Bonus**	Displays the current Dice Bonus. When the amount of Dice Bonus is increased by one, both ATK and DEF values will also be increased by the same amount.
❻ **Cards in Hand**	Displays the current cards in your hand. The card(s) you can use will be highlighted.
❼ **EX Value**	Each time you destroy an opponent's item (creature) card, a certain amount of points will be added to EX Value. When EX Value reaches a given amount, the amount of Dice Bonus will be increased. For Team Battle, EX Value is common to both teammates.
❽ **NEXT**	Manually advance to the next phase.
❾ **Guide Window**	Displays the description (what to do) of the current phase.
❿ **Opponent's Status Window**	Displays the opponent's status. Displayed contents are the same as those of the player's.
⓫ **Card Description**	Displays the detailed descriptions of the selected cards (see next page).
⓬ **Chat Icon**	Displays the destination player you are chatting with. Use the Ⓛ Button and + Control Pad together to change the player to chat with.
⓭ **Mail Arrival/Search Result/Guild Card Reception Icon/ Battle Observation Icon**	

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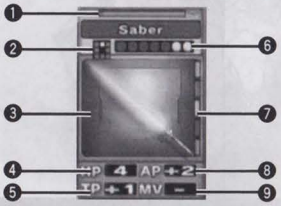
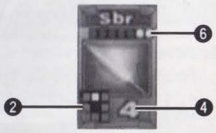
CARD DESCRIPTION SCREEN



SIMPLIFIED CARD DISPLAY



❶ Resist Color Indicates an attribute of the card. If you have a defense action card of the same attribute as the card you are attacked by, you can use it to defend yourself.

❷ Range Indicates the attacking range of the card. Attacking direction can be selected freely.

❸ Left Color Whenever you use multiple numbers of action cards in succession, if the color shown here is the same as one of the Right Colors included on the previous card you used and you have enough points left, you can use the selected card for successive action (Combo).

❹ Hit Points Indicates the tolerance value of the card. Decreases as the card is attacked.

❺ Technique Points Indicates the attacking power using technique.

❻ Cost Point Indicates the amount of attack points necessary to use the card.

❼ Right Color If the Left Color of the selected card is among the colors shown here on the previous card, you can use it in succession.

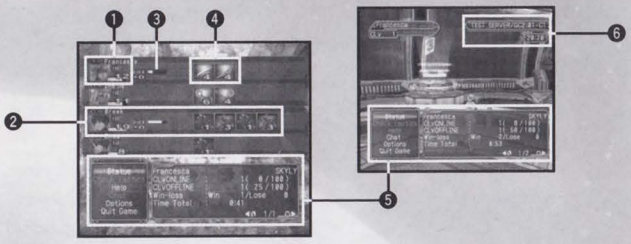
❽ Attacking Points Indicates the attacking power of the card.

❾ Move Points Total amount of steps you can take on Move Phase (values are in squares).

For Right Color and Left Color, please refer to About Combo on p.20.
For Resist Color, please refer to About Resist Color on p.21.

MAIN MENU

During the battle, press START/PAUSE to display Main Menu. You can verify tactics and current status in real time. You can also send and/or receive mails here. Inside Visual Lobby or Morgue, ❺ and ❻ are displayed.



❶ Player Status Switches from HP to AP to TP as you press the X Button.

❷ Opponent's Team Status Same as those of the player.

❸ EX Value

❹ Cards in Play Displays the Item/Creature cards in play.

❺ Menu Items & Descriptions

❻ Server Time/Current Connection Status (Online Game Only)

STATUS

Displays the Player Parameters and detailed data. Use the L/R Buttons to change pages, if any, to verify other status.

PLAYER PARAMETERS→CURRENT RANKING/MESETA/CONNECTION STATUS→TOURNAMENT→RESERVATION TO WATCH (ONLY DURING ENTRY)

CHECK TACTICS

This becomes selectable in the Visual Lobby, whenever you have entered a tournament or are viewing one, as you can check the Tournament Board. Also, during battle, move the cursor over to this menu item to display the current turn, phase and simplified map.

HELP

You can view cards in possession, and the history of the cards that appeared during the battle. Select and enter menu item to perform.

Cards list View cards you have in possession, from all cards or separately in types. Can be viewed only inside Morgue.

Your cards View the number of cards and types in possession, and percentage, in different categories and ranks. Can be viewed inside Morgue or during the battle.

Enemy cards Can be selected only during the battle or while viewing, and displays the history of the cards that appeared in the battle. Note that discarded cards cannot be viewed.

CHAT

All settings regarding chatting can be made here. Select enter menu item to perform.

Short Cut	Register/delete messages and assign them.
Symbol Chat	Edit and register Symbol Chat icons.
Guild Card	Create a communication card and trade with players of EP3 and EP1&2. You can also search for the player you have traded a Guild Card with.
Simple Mail	Enter message and send it to another player, or read and reply to mail that has been sent to you.
Info Board	Register introductory message of yourself.
Log Window	Read conversations of all players inside the Visual Lobby, Morgue, or during the battle.

OPTIONS

Here you can change various game settings. Select and enter menu item to perform.

Customize View	Customize screen displays during the battle.
Message Speed	Adjust speed of the messages displayed.
Rumble	Enable/disable Rumble Feature of the Controller.
Auto Disconnect	Set a time limit at which to automatically save the current game data and disconnect from the network in the event that you remain idle (e.g., if you leave the Controller untouched) for the amount of time

QUIT BATTLE (ONLY DURING ONLINE GAME)

Quit the current battle in progress. Select either Return to Lobby or Quit Game.

QUIT BATTLE VIEWING (ONLY WHILE VIEWING BATTLE)

Select this when you wish to quit viewing current battle. You will be returned to Visual Lobby.

QUIT GAME

Select to quit the game in progress. The game will automatically be saved.

You are encouraged to finish the battle before you quit game in the Online Game. Avoid quitting in the middle of the battle.

HOW A BATTLE PROGRESSES

When the game switches to the Battle Screen, the game will determine which player (team) starst their turn first. When the dice are rolling, press the Ⓐ Button to stop. The player (team) with the higher number starts the turn first. Note that on the first turn, the player (team) taking the turn first cannot attack. The following descriptions are for games with default rules.

PLAYER TURN

Spend the ATK points you rolled to set the card on game map, move and attack. Pay attention to the amount of ATK points you spend to play. The card set and the method of attacks vary according to the type of deck you selected.

❶ DICE PHASE [DICE]

Roll the dice to determine ATK and DEF points for the turn. Two dice, displayed at top left, start to roll. Press the Ⓐ Button to stop. The higher number becomes your ATK point.

DICE

❷ SET PHASE [SET]

Set the card in your hand to the map. You may set multiple number of cards, provided you have enough points. You may not set a card whose cost is higher than remaining ATK, or when the total number of cost of the cards, including the card you are trying to play, exceeds eight points.

CARDS IN HAND

Hero Side Equip Story Character with weapons and protective armors.

Dark Side Summon creatures within the possible range.

❸ MOVE PHASE [MOVE]

Move the Story Character or the creature. Moving one square spends one ATK point. Use the Control Stick ◀ ▶ to select the Story Character/creature, and move when the range is displayed. Pay attention to the amount of ATK points remaining.

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❹ ACTION PHASE [ACT]

Attack the opponent's Story Character/creatures. Select the weapon (or creature that has been summoned), then select the target.

POSSIBLE ACTION TO TAKE

Hero Side Select the weapon (or Story Character itself when equipped with none) to attack the opponent.

Dark Side Select either the creature or the Story Character to attack the opponent.

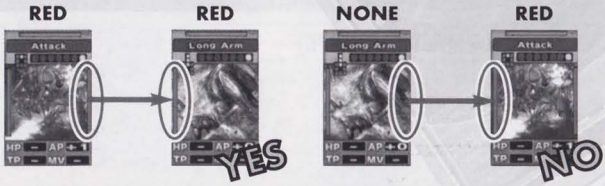
When attacking, using an action card can affect the game in various ways, such as temporarily raising attacking power or trigger special effects.

❺ DRAW PHASE [DRAW]

In this phase, you can first discard unnecessary card(s) from your deck, then draw cards from your deck until you have five cards in your hand. Select [NEXT] to end your turn. Note that, if you have drawn the final card from the deck, the deck will be refreshed with all cards, except those that are either in your hand or currently in play (may vary according to the selected rule).

ABOUT COMBO

With enough ATK points remaining, during the Action Phase, two action cards with the same Left and Right colors can be played in succession, enabling you to add Combo Attack to the weapon/creature. At this time, the attack range will be determined by the final card of the combo. Look at the example below, and try various Combos.



SUCCESSFUL COMBO

You can make Combo, since the Right Color on Long Arm card is the same as the Left Color of Attack card.

NO COMBO

You cannot make a Combo with Attack card, since Long Arm card does not have a Left Color.

ACTION DURING OPPONENT'S TURN

When your turn is completed, it will be your opponent's turn. You may only take action when you are being attacked. Here you will spend DEF points.

USE DEFENSIVE ACTION CARDS

When you are under attack, if you have a defensive action card and enough DEF points, you can use it to defend the target character. If you have more than one target to defend, move the cursor to select which character to use the defensive action card on.

DEF POINTS

POSSIBLE DEFENSIVE ACTION TO TAKE

ABOUT RESIST COLOR

The defensive action card that can be played is determined by the Resist Color indicated at the top of the cards. Use the examples below as a guide to match against various attacks.

RED **RED**

SAME RESIST COLOR

If your opponent attacks with an item card with red Resist Color, you can use defensive action card with red Resist Color.

RED **YELLOW** **(RED)/YELLOW**

SAME RESIST COLOR

If your opponent uses an action card with yellow Resist Color, regardless of the Resist Color on the attacking item card, you can only use the defense action card containing yellow Resist Color.

RED **BLUE/GREEN**

DIFFERENT RESIST COLOR

If your opponent attacks with an item card with red Resist Color, you cannot use defensive action card with Resist Color other than red.

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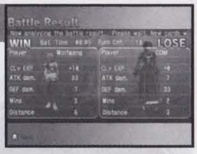
CONDITION FOR VICTORY

Your ultimate aim in the battle is to defeat the enemy Story Character. With team battle, you will follow the rules set/modified in Rule setting of the Battle Preparation Menu at Entry Counter (P.12).

BATTLE RATING

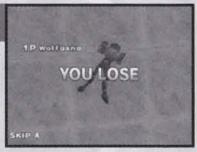
When you win the battle, your performance will be evaluated and one of the following ranks will be given: S/A+/A/B+/B/C+/C/D+/D/E. This rank determines the number of cards you can obtain.

RESULT & OBTAINING CARDS



In the Result Screen, increase/decrease in Experience Points and CLv. will be displayed. If CLvEXP (experience points) exceeds a given amount, your CLv increases. If you are defeated, your experience points decrease, and may cause your CLv to decrease as well. (In Online Game, there are some ships, in which your experience points do not decrease upon defeat). Press the Ⓐ Button to advance to Card Select Screen. Use the + Control Pad ◀ ▶ to select from available card pack to obtain.

IF YOU ARE DEFEATED IN BATTLE...



Even in defeat, you can still obtain cards, but a lesser amount. To obtain many cards, it is important to win the battle. The flows of the game, after the defeat, are as follows.

Free Battle Online or Offline, after Result Screen and obtaining cards, you will be returned to the Morgue.

Story After receiving cards, Game Over Screen will be displayed. The game returns to the Title Screen.

BEFORE STARTING ONLINE GAME

IMPORTANT

The first time you select Online Game, you will need to set your system up for network connection. Follow the directions below to set up your system. You will also need to enter Serial Number, Access Key and Password.

Before entering Serial Number and Access Key, please also read "EP1&2 USERS: YOUR HUNTER'S LICENSE CAN BE USED WITH EP3!" on p.28.

After the Serial Number, Access Key and Password are entered correctly and saved onto System File, you will not need to enter them again the next time, as long as the System File is present. You can also save Password onto System File.

Please be warned that if you open the Disc Cover or remove the Memory Card during Online play, the game will be disconnected from the network.

NETWORK SETUP

NETWORK SETUP CONTROLS

Control Stick	Move Cursor.
+ Control Pad	Select Menu Item.
Ⓐ Button	Enter Selection.

SOFTWARE KEYBOARD

Network information is entered using the Software Keyboard. Move the cursor over the input field, and press the Ⓐ Button to display the Software Keyboard. The Keyboard controls are different from the one used in the main game of EP3.

*** For Software Keyboard used in the main game, please see p.9.**

Control Stick	Move Cursor/Select Letters and Characters.
+ Control Pad	Select Letters and Characters.
Ⓐ Button	Enter Selected Letter/Character.
Ⓑ Button/DEL/BS	Delete a Letter.
Ⓧ/Ⓩ Button / START/PAUSE / END	Hide Software Keyboard.
Ⓨ Button/SPACE	Enter Space.
Ⓛ/Ⓡ Button	Toggle Between Letters & Symbols.
ESC	Cancel Entry.

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PREPARATION

❶ PREPARING YOUR NETWORK DEVICE

Depending on your networking environment, attach either the Nintendo GameCube™ Modem Adapter or the Nintendo GameCube™ Broadband Adapter. Please read the Instruction Booklet of the respective device for instructions on how to attach.

CAUTION

Never remove the Nintendo GameCube™ Modem Adapter or Nintendo GameCube™ Broadband Adapter while your Nintendo GameCube™ in turned on.

❷ CREATING THE SEGA NETWORK INFORMATION FILE

You will next create a save file **SEGA Network Information**, which contains the network settings. This can be created when you select either **Online Game** or **Official Web Site** for the first time from the Main Menu.

Select the Memory Card Slot with the Memory Card in which you wish to create the SEGA Network Information file. Do not remove the Memory Card while creating the save file.
From here on, the network settings will be over-written on this file. A caution message will be displayed to notify such action. Select **Yes** and press the Ⓐ Button.

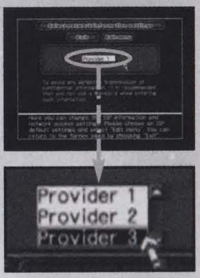
* **The remainder of the network setup deals with your ISP configuration. If you do not know your ISP settings, it is suggested that you consult your ISP or have a parent or guardian complete the rest of the network setup. For further information about the PSO Network, please read the sections "Cautions on Network Connection" on p.30 and "Phantasy Star Online Episode III: C.A.R.D. Revolution End User License Agreement" on p.46.**

❸ NETWORK SETUP MENU

When the Network Setup Menu is displayed, select **Network Setup** to proceed or select **Return to the game** to exit.
The steps for the Network Setup vary according to your network environment. The game will automatically detect which device is connected (Modem Adapter or Broadband Adapter), and display the appropriate setup screen.

* **Throughout the ISP network setup process, if there are any options you do not understand, move the cursor over the underlined word(s) and press the Ⓐ Button to display more detailed information in the bottom window.**

❹-a MODEM ADAPTER SETUP



① The Select network information settings Screen will be displayed. Move the cursor over the box with ISP name, and press the Ⓐ Button to display the list of available ISP profiles (by default, **Provider 1~3** will appear). If you have already configured any of the three provider profiles, the Profile name you chose will appear in the menu. To modify or create a new ISP profile, select one and choose **Edit menu** to advance to the next screen.

WARNING

If you are entering personal information while using the Nintendo GameCube™ WaveBird wireless Controller, there is a possibility of information being picked up by another WaveBird receiver. It is strongly recommended that you do not play PSO with a WaveBird controller.

② Next, the Edit ISP name Screen will be displayed. You have the option to change the name of this setting. It is recommended that you enter a name that is easily recognizable, such as the name of the ISP you are contracted with. When done, select **Next** to advance.

③ Next, the Modem settings Screen will be displayed.

How to dial

Select **Tone** or **Pulse**. Consult your phone carrier if you are not sure which type your phone line requires.

Outside line

Most phone lines do not require an outside line prefix to dial out. However, in some cases such as a company or dormitory phone line, an outside line prefix is necessary. If so, enter the number in the space provided.

Line timeout

While connected to the Internet, if the game does not receive a response (i.e. the Controller has not been touched) for the amount of time specified in Line timeout field, the phone line will automatically be disconnected.

By selecting **Details**, you can enter detailed modem settings (additional AT commands), but it is not required unless a particular situation requires it. When done, select **Next** to advance.

From here on, read the network settings provided by your ISP, and enter where necessary.

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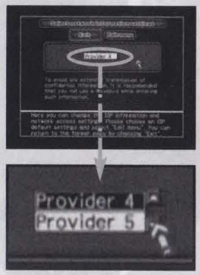
④ Next, ISP settings 1 Screen will be displayed. Enter information provided by your ISP. Depending on the ISP, the **User ID** may also be called **Login ID**. If you do not enter **Password** here, you will be asked to enter each time you connect to the network. You must enter User ID and at least one Phone number. If these are not entered, you cannot advance to the next step. When done, select **Next** to advance.

⑤ On the ISP settings 2 Screen, you must select the **Automatic** or **Manual** DNS server address setting. It is suggested that you choose Automatic unless you know how to configure your DNS settings manually. When done, select **Next** to advance.

⑥ On the Browser settings Screen, you can enter a Proxy server address and port number if you use one to connect to the Internet. If you are not sure, it is suggested that you leave both fields blank. When done, select **Next** to advance.

The network settings for the Modem Adapter are now complete. Select **Save** to save new settings to the SEGA Network Information file. Select **Cancel** to start over. While saving, please do not remove the Memory Card.

④-b BROADBAND ADAPTER SETUP



① The Select network information settings Screen will be displayed. Move the cursor over the box with ISP name, and press the Ⓐ Button to display the list of available ISP profiles (by default, **Provider 4~5** will appear). The game will connect to the network using the ISP setting selected here. If you have already configured either of the two provider profiles, the Profile name you chose will appear in the menu. To modify or create a new ISP profile, select one and choose Edit menu to advance to the next screen.

WARNING

If you are entering personal information while using the Nintendo GameCube™ WaveBird wireless Controller, there is a possibility of information being picked up by another WaveBird receiver. It is strongly recommended that you do not play PSO with a WaveBird Controller.

② Next, the Edit ISP name Screen will be displayed. You have the option to change the name of this setting. It is recommended that you enter a name that is easily recognizable, such as the name of the ISP you are contracted with. When done, select **Next** to advance.

From here on, read the network settings provided by your ISP, and enter where necessary.

③ Next, Ethernet settings Screen will be displayed.

Connection Settings

Select from one of the following three settings.

• Automatically obtain an IP address (DHCP)

If you are connecting via router or if there is an instruction from your ISP, select this. You cannot configure router settings from **PSO** or Nintendo GameCube™. Please use your PC to configure your router settings.

• Manually set an IP address

If you have a fixed IP address from your ISP, please select this.

• Use PPPoE

Instead of using the router, if you connect directly to your ADSL modem, select this.

✳ **If you turn the Nintendo GameCube™'s power OFF or disconnect the ethernet cable while connected to PPPoE, you may not be able to reconnect to the network for a while.**

Line timeout (minutes)

While in network browser, if the game has been idle (i.e. the controller has not been touched) for the amount of time set here, you will be disconnected from the network automatically. You can also select not to disconnect automatically.

When done, select Next to advance. Depending on your selection on **Connection Settings**, the ensuing settings will vary.

④ Next, enter information according to the selected Connection settings.

IP address auto-settings

Enter DNS server addresses and DHCP hostname. If neither is specified by your ISP, you do not need to enter.

IP address manual-settings

Enter values provided by your ISP.

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PPPoE settings

Enter User ID and password necessary to connect to your ISP. IF DNS server address is not specified by your ISP, you do not need to enter anything.

⑤ Finally, enter proxy server address and proxy port number. If there is no specification by your ISP, you do not need to enter anything. When done, select **Next** to advance (end).

The network settings for the Broadband Adapter are now complete. Select **Save** to save new settings to the SEGA Network Information file. Select **Cancel** to start over. While saving, please do not remove the Memory Card.

⑤ END OF SETUP

After the network setup is completed, you may proceed to **Purchasing Hunter's License** or **Return to the game**.

PURCHASING A HUNTER'S LICENSE

In order to play PSO online, you must purchase a Hunter's License.

EP1&2 USERS: YOUR HUNTER'S LICENSE CAN BE USED WITH EP3!

If you have a Hunter's License from EP1&2, you can play EP3 online using the same License. Expired Licenses can be renewed online, at the PSO EP1&2 website. If you plan on using one common Hunter's License, enter the Serial Number and Access Key from EP1&2 that you used to first purchase the Hunter's License. Make sure not to purchase with different Serial Number and Access Key (i.e. the one that comes with EP3), otherwise you will be charged for both Hunter's Licenses. Please note that you can also use a Hunter's License purchased with EP3 to play online with EP1&2 (separate purchase of the EP1&2 game required).

Here is an explanation of how to purchase from your Nintendo GameCube™.

① Once you have configured your network settings (→p.23), select **OFFICIAL WEB SITE** from the Main Menu. Alternatively, you may select **Buy a HUNTERS LICENSE** under **Network Option** of the Options Menu (→p.45).

② Confirm which Memory Card Slot holds your SEGA Network Info file. **Important: Do not remove Memory Card at any time during this process. Doing so could corrupt your PSO files.**

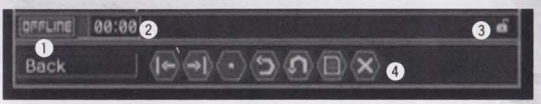
③ At the PSO Episode III website splash page, press the Ⓐ Button to access the website.
④ Confirm (select **Yes**) to gain access to the network through your network access device (modem or broadband connector).
⑤ From the Home Page, select **Create Account** and follow the steps to purchase your Hunter's License.

You must be 18 years old or have a parent sign up for you in order to purchase a Hunter's License.

BROWSER CONTROLS

MENU BAR

Press the Y Button to display Menu Bar at the bottom of the screen. Move the cursor over the icon and press the Ⓐ Button for various actions.



❶ ONLINE/OFFLINE DISPLAY

Indicates whether you are currently connected to the network (ONLINE) or not (OFFLINE). Move the cursor over the indicator, and press the Ⓐ Button. When ONLINE is displayed, the game will disconnect from the network; when OFFLINE, the game will reconnect to the network.

❷ ELAPSED TIME OF CONNECTION

Indicates how long you have been connected to the network.

❸ SECURITY

Whenever you enter a page where the information being transmitted is protected, a locked icon will be displayed (the date/time setting needs to be correct).
✻ **This browser supports Secure Socket Layer (SSL) Ver. 2 and Ver. 3.**

❹ MENU BAR ICONS

Return to previous page in memory.

Advance to the next page in memory.

Stop reading a page.

Restart reading a page.

Return to the home (default) page.

Jump to Network Setup Screen (→p.23).

Quit browser and return to the Main Menu.

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LINKS

Where there are underlines to the text or pictures that change their color upon moving the cursor over them, there is a link to a specified page. Press the Ⓐ Button to jump to that page.

※ With the browser built into **PSO**, you can only jump to the preselected pages. It is not possible to manually type in the specific URL to jump.

While using the built-in browser, do not remove the Memory Card that contains "SEGA Network Information." If removed, all controls will be terminated until the same Memory Card is re-inserted.

CAUTIONS ON NETWORK CONNECTION

ABOUT THE CHARGES

- Upon playing the **ONLINE GAME**, aside from the Hunter's License, you may also be charged for connecting to your ISP. Please check with your telephone company/ISP regarding any possible charges and to make sure you are using a local number.

NETWORK MANNER

- **Avoid a user name or a TEAM name that may be offensive to other users.**
  When playing in the **ONLINE GAME**, you can set a user name or a TEAM name freely. However, it is possible that all users playing the **ONLINE GAME** may see them. Therefore, avoid creating a name that can be considered inappropriate.
- **Do NOT make remarks that may hurt other users.**
  Chat and Simple Mail are letter communication tools that enables user to enjoy talking with each other. It may be the case that some words may contain the spelling of words that could be considered offensive, and if so, the word(s) may be shown as symbols (ex. #$@). Make sure to be considerate of others when chatting online.
- **Keep your personal information confidential.**
  A great number of users may view your conversations in the **ONLINE GAME**. Keep your personal information such as an address or a phone number confidential. Also, do **NOT** make any statements that run contrary to public order and standards of decency, or that break the law
  WARNING! If you are entering personal information while using the Nintendo GameCube™ WaveBird wireless Controller, there is a possibility of information being picked up by another WaveBird receiver. It is strongly recommended that you do not play PSO with a WaveBird controller.

- **Do NOT reset a game or disconnect a line in the middle of gameplay.**
  The Visual Lobby and each game are common places for players to enjoy gameplay in the **ONLINE GAME**. Keep in mind that games are played between you and other "actual" players, not computers. Also, do **NOT** disturb other users playing PSO by resetting a game or disconnecting a line without advance notice, as these actions may cause harm or inconvenience to others.

We reserve the right to terminate your user account, in case of repeated disturbance to other users or gameplay with cheated (falsely modified) data during the ONLINE GAME.

Note: Online users may access additional information about online play at the PSO EP3 website. www.sega.com/PSO_EP3

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ONLINE GAME

Here you connect to the network and play online game with other players. There are three ways to enjoy: **Regular Free Battle**, **Tournament**, and **View Battle**. Find out how good you are using the deck you created, or watch other players battle with one another.

PSO SERVER USAGE — END USER LICENSE AGREEMENT

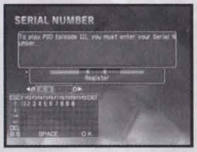
After you select the Player Character to use in the game in File Select Screen (p.42), if you have already completed your network settings, the End User License Agreement, stating important agreements to play EP3 online, will be displayed.
Use the © Stick ▲▼ to read and verify contents, and select **AGREE** to proceed. You cannot play Online Game, if you **DISAGREE** to the terms.

ENTERING SERIAL NUMBER, ACCESS KEY & PASSWORD

FOR OWNERS WHO ALREADY HAVE EP1&2 AND A HUNTER'S LICENSE

If you have already purchased a Hunter's License for EP1&2, enter the EP1&2 Serial Number and Access Key for EP3, to use the same Hunter's License to play EP3 online. In this case, do NOT enter the EP3 Serial Number and Access Key unless you wish to have two separate Hunter's Licenses. (You will be charged twice if you do this.)

Note: If you own EP3 and have a current Hunter's License, prior to purchasing EP1&2, you can use your Hunter's License to play EP1&2 online by using the Serial Number and Access Key from EP3.



To play the Online Game, you must also input the Serial Number, Access Key, and Password. Enter the Serial Number and Access Key printed on the disk case correctly. For Password, enter your choice of alphanumeric characters, up to 8 characters long.

✻ **It is important to remember your password. We strongly recommend saving your password. If you choose not to, be sure to write it down. There is a space provided at the end of this Instruction Booklet.**

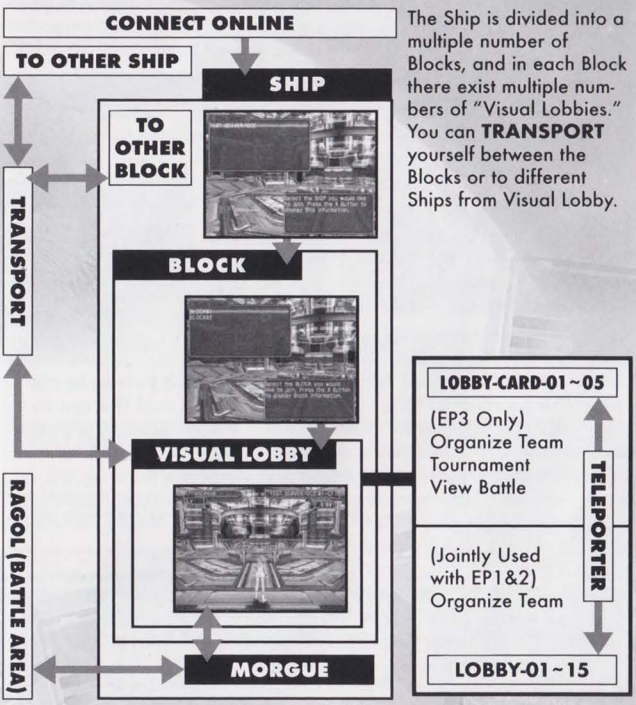
After inputting all necessary information, a Confirmation Screen will be displayed. Verify the Serial Number/Access Key, and proceed. Next, the game will ask whether to save the Password onto the Memory Card. Select **Yes** to save. Select **No**, and the game will ask you to enter the Password each time you play the ONLINE GAME. After transmitting registered contents to the server, if the certification is completed successfully, they will be saved onto the System File. From next time on, you do not need to reenter the Serial Number, Access Key, and Password (if saved).

BASIC STRUCTURE OF PSO NETWORK

If this is your first time to play online, you may find the wealth of new information confusing at first. The following pages describe the basic structure of PSO Network, from connecting online to transportation to the battle area.

WELCOME TO PSO — FROM SHIP TO VISUAL LOBBY

After you connect to the network and are certified, the first place you select is what is called "the Ship," the independently operating starship of Pioneer 2.



The Ship is divided into a multiple number of Blocks, and in each Block there exist multiple numbers of "Visual Lobbies." You can **TRANSPORT** yourself between the Blocks or to different Ships from Visual Lobby.

ENJOY THE WORLD OF PSO TOGETHER AT VISUAL LOBBY

When you select the Block, you will first be transported to the Visual Lobby for EP3. The Visual Lobby is the place for players to wait and get together, find an opponent to battle against, and to await turns on the tournament. Chat with one another, or exchange information and/or Guild Card to make friends. Also, in EP3, you can visit Visual Lobbies for EP1&2 to communicate with EP1&2 players.

Although you can communicate with EP1&2 players in the Visual Lobby, after Team Creation the players of EP1&2 and EP3 will take part in separate adventures/battles.

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FROM VISUAL LOBBY TO THE MORGUE, AND ON TO RAGOL

At the Information Counter located at the center of Visual Lobby, you can organize a team. After the team is created, you will be transported to the Morgue, located inside Pioneer 2. At the Morgue, you can edit decks and trade cards with other players. Prepare yourself for the battle, and go to the transporter. Set up the map and the deck, and you will be transported to Ragol, the place to battle. After the battle, you will be returned to Morgue.

SELECTING SHIP & BLOCK

Following the announcement window, the game proceeds to the Ship Select Screen.

The Ship Select Screen serves as a gate to the world of PSO. Choose **Ship Select** to decide the Ship and the Block to join. You will then be transported to the Visual Lobby of the selected Ship/Block. Please note, however, that depending on the Ship you selected, the result after defeat in battle changes.

NOTICE

During the Ship/Block selection, press the X Button to display the number of players currently joined and the teams formed. You will not be able to join if the number of players has already reached the maximum capacity. Try finding a Ship/Block with vacancies or try again later on.

DOWNLOAD

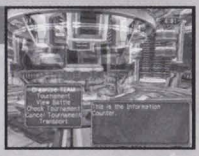
Download enables you to download a file for downloadable quests, whenever available. When the Download Screen is displayed, select the download menu item to execute. Next, select a file from the list of download files. Finally, select the Memory Card to save the downloaded file, and the downloading begins.

To play downloaded quest, it is necessary to first go to the Visual Lobby and then quit the game. From the Battle Preparation Menu of Free Battle (Offline Game), select **Map/Quest**, then from **Quest** select the downloaded quest to play.

VISUAL LOBBY

Once inside the visual lobby you can move around and chat with other users within the same block in real time. Press the R Button to change the display above your character from Character Name→Name & LV→Battle Record→Tournament Title→No Display. Also, EP3 players' names will be displayed in yellow, while EP1&2 players' will be displayed in white.

INFORMATION COUNTER



Go to the Information Counter to organize team (join existing team or create one) or to change the Ship/Block. Talk to the counter, and make your selection.

ORGANIZE TEAM

Join an existing team or create one of your own, in order to battle. After selecting **Organize TEAM** at the Information Counter, select what to do. When done, the members of the team will be transported to the Morgue. From here on, follow the directions shown in the Entry Counter (p.12) or How a Battle Progresses (p.19).

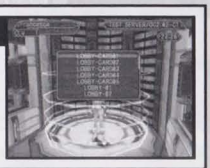
Join a TEAM A list of available teams in the current Block you are in will be displayed. Select and enter the team you wish to join in.

Create a TEAM Select to create your own team and become its leader. Enter Team Name, Password (enter none if you wish to leave the team open to everyone), and View Battle setting (Allowed/Not Allowed). Select **Registration** when you are done.

TRANSPORT

You can transfer yourself to the different Ship/Block. Select this, if you wish to play battle against the players in a different Ship/Block.

TELEPORTER



Transfers between the Visual Lobbies can be done with Teleporters located inside each Visual Lobby. You can also teleport yourself to PSO EP1&2 Visual Lobbies.

TOURNAMENT

Participate in a tournament of up to 32 players. There are two types of battles: Singles (1 on 1) and Team Battle (2 on 2). Check the time of event with the list of available tournaments to decide which to participate. Next, when the Tournament Board is displayed, select where to make your entry, and your entry to the tournament will be completed. Press the X Button while selecting which tournament to participate, and the simplified status display will be displayed. Use the Ⓒ Stick to scroll, and the L/R Button to switch between the rules and the Tournament Board.

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NOTICE UPON ENTERING A TOURNAMENT

- The Visual Lobbies which you can sign up for tournament are for EP3 only and are **LOBBY-CARD-01~05**. Note that Visual Lobbies **LOBBY-01~15** are shared with EP1&2, so there is no selection **TOURNAMENT** on the menu.
- During the Deck Select before the battle, you cannot edit your decks. It is necessary that you edit them in advance.
- When the Notice Message for the tournament is displayed, go to the Visual Lobby of the Block where you registered for Tournament and stand by. Within the same Block, you may stand by at either EP3-only lobby or EP1&2 lobby.
- Please be advised that your entry will be cancelled, if you are in the middle of team formation or in a different Ship/Block. Note also that depending of the progress of the battles in progress, the time to wait for your next battle may take longer.
- When the total number of participants does not reach the maximum limit, the computer player (COM) will be entered automatically.
- **During the tournament, for the sake of good manners, please do not select "Quit Battle" to quit in the middle of a battle.**

FLOW OF THE TOURNAMENT: FROM ENTRY TO BATTLE

SELECT TOURNAMENT TO MAKE YOUR ENTRY
AWAIT YOUR BATTLE AT VISUAL LOBBY
TRANSPORT YOURSELF TO THE MORGUE
SELECT YOUR DECK
BEGIN BATTLE
AFTER THE BATTLE, EARN MESETA IF YOU WON
IF YOU WON, RETURN TO VISUAL LOBBY
ENTRY CANCELLED IF YOU ARE IN A DIFFERENT SHIP OR IN THE MIDDLE OF TEAM CREATION

CHECK TOURNAMENT

You can view detailed information of the tournament you have entered.

CANCEL TOURNAMENT

You can cancel the tournament you have either entered or signed up to view. When selected, you will be asked to verify your action. Select YES/NO and enter.

VIEW BATTLE

You can view other players in battle, regular Free Battle or Tournament. You can join the team, which is already in maximum capacity, as a spectator. Up to 8 players can register on a team, and you can register any time. However, if you wish to view the tournament, you cannot view the battle which has been completed. If the battle is already in progress, battle screen will be displayed.
When you select View Battle, a View Menu will be displayed. Select to view either Regular Free Battle or Tournament, then select either to join or create Spectator Team to register.

VIEWING REGULAR FREE BATTLE

Join Spectator Team Join in a team to view battle from the list of available teams. Up to 8 players can join in.

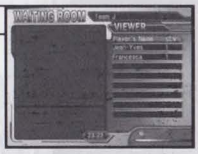
Create Spectator Team Select to create a team to view battle. When a list of available teams for viewing is displayed, select one.

VIEWING TOURNAMENT

Join Spectator Team Join in a team to view Tournament battle from the list of available teams. Up to 8 players can join in.

Create Spectator Team Select to create a team to view tournament battle. When a list of available tournaments for viewing is displayed, select one.

FROM VIEW SETUP TO BEGIN VIEWING



After you have either created or joined a Spectator Team, a message will be displayed at the time to begin battle. You will be moved to the Waiting Room. Here you can verify Simplified Status of the members in the Spectator Team and Status of the team (player) you are going to view (switch with R Button). The length of waiting time varies according to the network status. Also, the left side of the screen is a log window, so you can chat while you wait. When the wait is over, the viewing begins.

QUIT VIEWING

If you wish to quit viewing the battle, select **Quit Battle Viewing** from the Main Menu. Here you have the options to **Return to Lobby** or **Quit Game** (disconnect from the network). When a confirmation is displayed, select **YES/NO**.

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CARD REVOLUTION
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VIEWING SCREEN

Switch with Ⓐ/Ⓑ Buttons.

Number of spectators in the room/total number of spectators.

Current viewpoint. Can be changed with Control Stick ◀ ▶.

While viewing, the players in battle cannot see chat messages by spectators. The chat messages by the players in battle can be seen by spectators, and Voice Actions can be heard by all. Also, if there are any players in the Visual Lobby, you can exchange Guild Cards or send/receive mails. When the battle is over, you will be returned to the Visual Lobby. For Voice Actions, see VOICE ACTION of the Online Manual, or see p.40.

COMMUNICATING IN THE WORLD OF PSO

The Visual Lobby is a place for PSO players to gather up and interact with one another. Chatting can be done not only in the Visual Lobby, but also within the team during the battle/tournament or while viewing. The messages will be displayed inside balloon. You can also send Simple Mail to your friends. To chat, first press the Y Button (by default, the Software Keyboard may be displayed). Next, press the X Button to change the chatting method. Some functions are available under **Chat** of the Main Menu. You can also read detailed descriptions in the Online Manual at the Official Web Site (p.45).

BALLOON CHAT

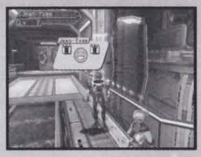
Type in a message, using the Software Keyboard, to communicate with balloons appearing over each character's head.

WORD SELECT

Communicate by constructing simple sentences from a number of preselected phrases.

1. While the Software Keyboard is displayed, press the X Button to switch to Word Select menu.
2. Select a "Form."
3. Press the L/R Button to scroll the list (if any), and select a phrase. Depending on the form, selection may continue.
4. Select **Send** to display message, **Return** (or press the Ⓑ Button) to return to previous step, or **EXIT** (or press the Y Button) to close the Word Select menu.

SYMBOL CHAT



Communicate using a simple picture to express a feeling or action. From a list of registered Symbol Chat data (up to 12 can be registered), select one to display it.

WARNING

We reserve the right to terminate your user account for the use of inappropriate symbols while online.

HOW TO REGISTER

You can create/register symbols by selecting **Symbol Chat** under **Chat** in the Main Menu.

■ CONTROLS

+ Control Pad/Ⓒ Stick	Select/Move parts
Ⓐ Button	Enter/set parts
Ⓑ Button	Return to previous step
Ⓛ Button	Reverse vertically
Ⓡ Button	Reverse horizontally
Ⓧ Button	Arrange two parts evenly
Ⓨ Button	Change color of face/object parts

※ Depending on parts, there are controls that are enabled (displayed in white) and those that are disabled (displayed in gray). Verify with Control Commands Window shown at the bottom right portion of the screen.

REGISTERED SYMBOLS

When selected, a list of Registered Symbols will be displayed. Select **Not in use** to create a new message, or existing message to edit. The data **Untitled** represents a message currently in creation.

FACE PARTS

You can **Change** the contour of the face from four available types, **Copy** the registered data to another data, or **Capture** a newly displayed Symbol Chat symbols and copy them (saved as **Capture**). Note that if you copy symbol to already registered location, the previous data will be overwritten. Also, to capture symbol, it must be permitted (set to **TRUE** in Capture setting) by the person transmitting it.

NEW PARTS

Select the parts that represents the message, **Face Parts** (eyes, noses, mouths and hands) or **Object Parts** (various messages and symbols) Next, select a part to be used from the displayed list.

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DARK REVELATION
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PARTS EDIT

You can **Move Parts** around or **Delete Parts** (or **Delete All**, if you wish). Next, select a part to move/delete from the list of all parts used.

CHANGE SE

Change the sound effects. A list of sound effects will be displayed. When selected, you will be asked to confirm. Answer **YES/NO**, and proceed.

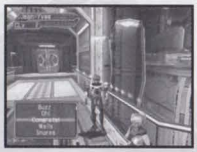
CAPTURE

Set to permit/forbid other people to capture your symbol. Select **TRUE** to permit; **FALSE** to forbid. Press the Ⓑ Button to exit.

REGISTER SYMBOLS

When done, select to register your symbol. Enter a name for your symbol, and the registration is complete.

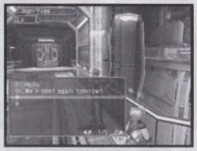
VOICE ACTION



You can sound various voice effects. Press the Ⓨ Button to display the Software Keyboard, then press the Ⓧ Button until Voice Action Menu is displayed. Inside Visual Lobby, the Voice Action can be heard by all players in the same Lobby. During the battle or while viewing one, the Voice Action can be heard by all players in the area (players in the battle or spectators).

SHORT CUT

Register oft-used balloon chat messages, Symbol Chat symbols and Voice Action sounds to + Control Pad directions or Software Keyboard Function Keys.



You can register by selecting **Short Cut** under **Chat** in the Main Menu. When selected, a list of keys will be displayed. Use the Ⓛ/Ⓡ Button to change pages, + Control Pad ▲▼ to select the + Control Pad direction (or Function Key). Next, select either **Register** or **Delete**. If you select **Register**, enter the message to register.

GUILD CARD

Guild Cards are a simple form of communication that you can trade with other PSO players. Also, you can search other player's information to send a simple mail or meet them if they are present at the lobby.

MY CARD

You can **Write Comment** about yourself, and **Send** it to other players. Please keep in mind that other players will be reading your comment.

CARD LIST

From Card List, you can select and **Search** for the player, **View Comment**, **Write Comment**, **Sort** (select two to rearrange), or **Delete**. If you use search, the result can be viewed by Search Result (see below). Note that once the card is deleted, you cannot restore it.

SEARCH RESULT

You can check the result of search on the player you selected. If the player searched is currently online, you have the option to **Send Mail** (see Simple Mail), or **Meet the User**. If you select to meet the player, you will be transported to the Visual Lobby where the player you searched currently is located. Note, however, that the option to meet is not available to select, if you currently belong to a team.

CHOICE SEARCH

You can search for other PSO players inside the Ship, according to the requested category, such as levels. When a list of players that fall under the selected category, select a player and select **Send Mail/Meet the User**.

CHOICE SETTING

By declaring the condition of searches and setting them here, you will enable yourself to be searched by **Choice Search**. By default, it is set to **OFF**. Set it to **ON**, then from the list of prepared categories, select contents that describe yourself. Press the Ⓑ Button to end.

BLOCK SENDER

Against malignant harassment using the mail or meeting function of the Guild Cards, you can block mail or invitations from specific players. The players blocked are recorded in **Blocked Sender List**. You can **Add to the list** by selecting from **Add by Guild Card/Add online player/ Add from Mail,** and select from the displayed list. You can lift blockage by selecting the name of player to lift blockage from the Blocked Sender List (select **YES** to confirm).

SIMPLE MAIL

You can **Send Mail** of up to 80 characters to another player. You can also select **Received Mail**, if there are any mails (in which case you can **Reply** to the mail you received, **Search** for information on the sender, or **Delete** past mails). You can also set up to send reply automatically with **Answer Service**. First, enable/disable with **Answer ON/OFF**, then select **Change Response** to change the message for the Answer Service.

OFFLINE GAME

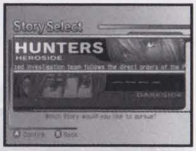
You can play EP3 without having to connect to the network. Here you can enjoy **Story** where you play by yourself to enjoy the world of EP3, or **Free Battle** where up to four players can enjoy simultaneous play. Also, before you play online for the first time, it is a good idea to play in this mode to learn the basics of the game system.

STORY

In Story, the player plays the role of commander to guide Story Characters to carry out orders from the organization you belong to. Select Player Character in the File Select Screen.

SELECT FROM 2 STORIES

There are two organizations you take quest from: Hunters and Arkz. Hunters uses hero side type decks, and Arkz uses the dark side type decks. With each side's point of view, the player faces various cases with people in the organization. In Story Select Screen, select the Story to play in.



TAKING QUESTS FROM LAB CHIEF

After selecting the story, your game starts at the desk of the Morgue's Lab Chief (or at the place of R-Base's captain if you select Arkz). Here you find out about the quests you take, and report upon completion. After receiving quest, go to the Entry Counter, make adjustments on the Battle Preparation Menu, and dispatch your Story Characters.

FREE BATTLE

Free Battle is played with one to four players. Basically, the battle method is the same as Regular Free Battle of the Online Game.

FILE SELECT

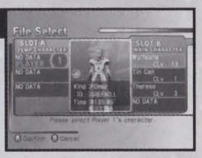
Select the Player Character(s) to be used, in order from Player 1. The player's number will be displayed over the selected Player Character. When all participating players have selected, select and enter **GAME START**.

SELECT FROM MAIN CHARACTERS

Select from characters that are created as "Main Characters." Select either one of existing characters or data with **[NO DATA]** displayed.

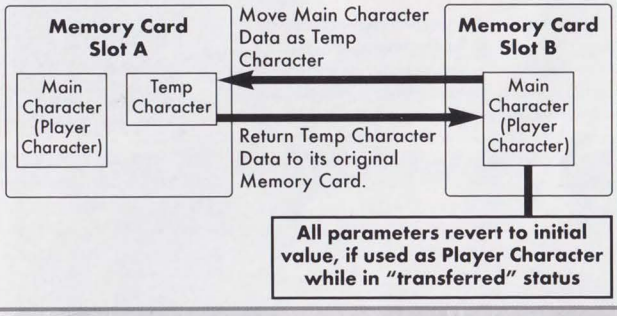
SELECT FROM TEMPORARY CHARACTERS

Select from "temporary characters" data. Insert a Memory Card with an EP3 character file into Memory Card Slot B, then select and register character as temporary character.



NOTES ON TEMPORARY CHARACTERS

In Free Battle Mode, it is possible to use Player Characters saved onto other Memory Card(s). To use the characters saved onto another Memory Card, first insert it into Memory Card Slot B, then temporarily transfer the character data to the Memory Card in Memory Card Slot A. Here in this game, this "transferred" character is called a Temporary Character. Note that the original data of the Temporary Character cannot be used as Main Character until the data has been transferred back. **If you delete the Temporary Character data, you will not be able to return it to its original Memory Card. Also, if you cancel the "transferred" status on the original Memory Card, all parameters on that character will revert to the initial value. Please be cautious.**


Memory Card Slot A
Main Character (Player Character)
Temp Character
Move Main Character Data as Temp Character
Return Temp Character Data to its original Memory Card.
Memory Card Slot B
Main Character (Player Character)
All parameters revert to initial value, if used as Player Character while in "transferred" status

VERIFY CHARACTERS

The selected Player Characters will be displayed. Press the Ⓐ Button to play Free Battle with these characters. Press the Ⓑ Button to cancel and reselect.

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CARD REVOLUTION
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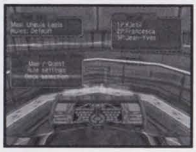
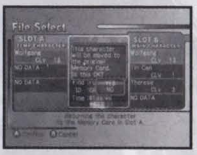
BATTLE PREPARATION



After you are transferred to the Morgue, as in Regular Free Battle of the Online Game, you will adjust various settings in the Battle Preparation Menu, and select **[Decide]**. Note that, in **Deck selection**, after you select the character and the deck to play battle, you will also need to select which controller to use. Please also be cautioned that within the team the controller cannot be shared.

QUITTING THE GAME

When you select **Quit Game**, you will be asked to verify your action. Select **YES**, and the game will automatically save the game data to the Memory Card before returning to the Title Screen.

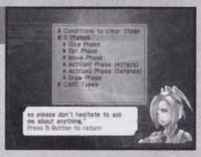


If there are any temporary characters, File Select Screen will be displayed. Here you can return temporary character(s) to its/their original file, on the Memory Card inserted into Memory Card Slot B. The controls are performed by 1P. Follow the onscreen directions. For transferring temporary characters, please refer to p.43.

TUTORIAL/OPTIONS/OFFICIAL WEB SITE

TUTORIAL

Salligan, instructor at License School, will instruct you on basic knowledge in this game. Select the category you wish to see.



OPTIONS

In addition to modifications to various option settings, you can also set up for network connection and verify Serial Number/Access Key/Password. Use the + Control Pad ▲▼ to select menu item, and press the Ⓐ Button to enter. Press the Ⓑ Button to return to previous step. Select **End** to save changes you made and exit Options Screen.

Language: Change the display language between English and Japanese.
Sound: Select sound output from 3 selections.
Sound Balance: Adjust the volume levels of background music (BGM) and sound effects (SE).
Snapshot: Enable/disable snapshot function.
Network Option: Set up for various network-related options, or buy a Hunter's License.
Serial Number/Access Key/Password: Verify Serial Number, Access Key and Password you have registered for online play.

OFFICIAL WEB SITE

Connect online to visit The Phantasy Star Online Episode III Official Web Site. Here you can read latest information on EP3, buy a Hunter's License, manage your account, or read Online Manual for additional instructions of the game not included in this booklet. Various important announcements from Sonic Team, such as server maintenances, will also be posted here, so it is advised that you check here periodically. For browser controls, see p.29.

You may also access this website and all of its features, including the purchase of a Hunter's License, from a PC at:
www.sega.com/PSO_EP3

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MEMO

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■ **ACCESS KEY**

■ **PASSWORD**

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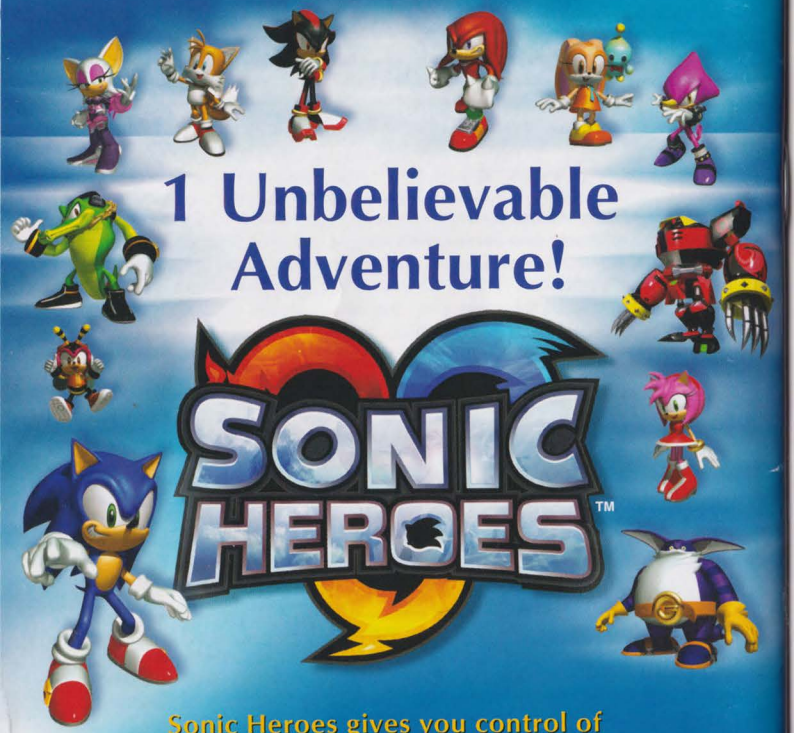

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